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NEED HELP PLAYING A GAME?

You can visit our web site at www.nintendo.com for game play information. For automated game play tips and news, call Nintendo's Power Line at: **1-425-885-7529**

This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-800-521-0900

Available in U.S. and Canada - \$1.50 Per Minute (In U.S. Funds)

Please have Visa or MasterCard Ready

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Callers under 18 need to obtain parental permission to call.

Prices subject to change.

TTY Game Play Assistance: 425-883-9714

EmuMovies

Note: This Nintendo product is not designed for use with any unauthorized accessories.



**GAME BOY® PLAYER
INSTRUCTION BOOKLET**



Nintendo of America Inc.

P.O. Box 957, Redmond, WA 98073-0957 U.S.A.

PRINTED IN JAPAN

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WARNING

PLEASE CAREFULLY READ THE SEPARATE PRECAUTIONS BOOKLET INCLUDED WITH THE NINTENDO GAMECUBE SYSTEM OR GAMES BEFORE USING THIS ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality®.



Thank you very much for purchasing the Nintendo GameCube Game Boy Player. This accessory connects to the Nintendo GameCube and allows you to play Game Boy Game Paks on your TV, using a Nintendo GameCube Controller or Game Boy Advance system as your game controller.

Before setting up or using this accessory, please read this Instruction Booklet, and the separate Precautions Booklet and Nintendo GameCube Instruction Booklet that comes with the hardware system.

- Pour une version française de ce manuel, veuillez aller sur le site www.nintendo.com/consumer/manuals/index.jsp ou appeler le 1-800-255-3700.
- Para obtener la versión de este manual en español, visite nuestro web site a www.nintendo.com/consumer/manuals/index.jsp o llame a 1-800-255-3700.

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CAUTION - TV Screen Damage

Some televisions can be damaged by the display of a stationary image, because the image may be permanently "burned" into the screen. Playing video games with stationary images or patterns, or leaving video games on hold or pause, may lead to this type of damage. When taking a break, place the game on pause and turn the TV off until you are ready to play again.

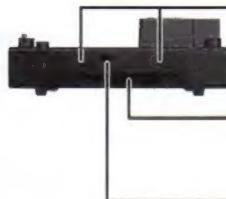
Before using your Nintendo system with any TV, especially front and rear projection, be sure to review all documentation included with your TV to find out whether video games can be played on the TV without damaging it.

If in doubt, contact the manufacturer of the TV. Neither Nintendo nor any of Nintendo's licensees will be liable for any damage to your TV.

GAME BOY PLAYER

TOP
VIEW

High Speed Port Connector
Connects to High Speed Port on the bottom of the Nintendo GameCube

FRONT
VIEW

Accessory Slots
For attachment of Game Boy Accessories

Game Pak Slot
For loading a Game Pak

External Extension Connector
For connection of Game Boy Accessories

RIGHT
SIDE
VIEW

Game Pak Ejector
For ejecting a Game Pak from the Game Boy Player.

BOTTOM
VIEW

Attachment Screws
To attach the Game Boy Player to the bottom of the Nintendo GameCube

GAME BOY PLAYER START-UP DISC

IMPORTANT: Please review the Game Disc Precautions/Maintenance sections of the separate Precautions Booklet included with the Nintendo GameCube and games before using this Start-up Disc.

This Start-up Disc must be loaded into the Nintendo GameCube for the Game Boy Player to work properly. When not using this disc, be sure to keep it safely stored and protected from loss or damage.

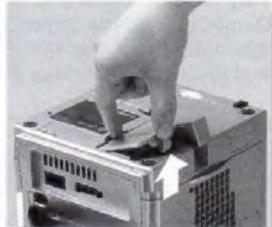


INSTALLING THE GAME BOY PLAYER

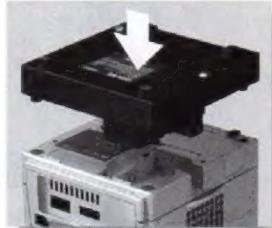
IMPORTANT: Please review the separate Precautions Booklet included with the Nintendo GameCube and Game Discs before installing the Game Boy Player.

1. Remove any Game Discs from the Nintendo GameCube and make sure the power is turned OFF.

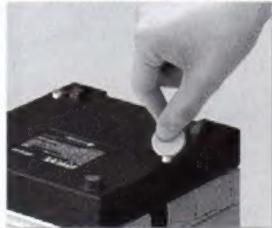
2. Remove the High Speed Port cover from the bottom of the Nintendo GameCube and put this in a safe place for future use if the Game Boy Player is removed.



3. Install the Game Boy Player on the bottom of the Nintendo GameCube, inserting the High Speed Port Connector into the High Speed Port.



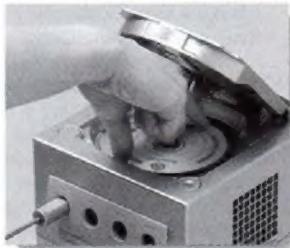
4. Tighten the attachment screws clockwise using a flat-bladed screwdriver or coin. Do not overtighten.



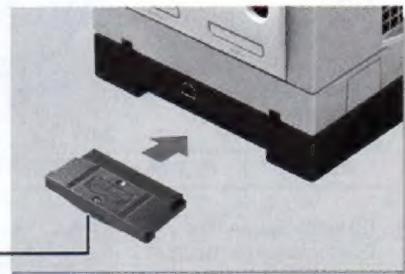
INSTALLING THE START-UP DISC AND GAME BOY GAME PAKS

1. Make sure the power is OFF on the Nintendo GameCube.

2. Open the Disc Cover on the Nintendo GameCube and insert the Start-up Disc. Close the Disc Cover.



3. With the label facing down, insert a Game Boy Game Pak into the Game Pak Slot in the front of the Game Boy Player.



4. Turn ON the power of the Nintendo GameCube. The TV screen will first display the Game Boy Logo and then the title screen for the game you are playing.

REMOVING THE START-UP DISC AND GAME BOY GAME PAK

1. While the power is ON, push the Open Button to open the Disc Cover of the Nintendo GameCube.

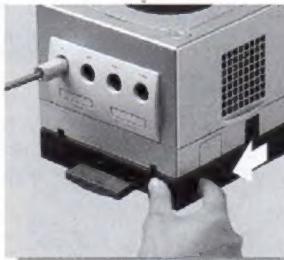
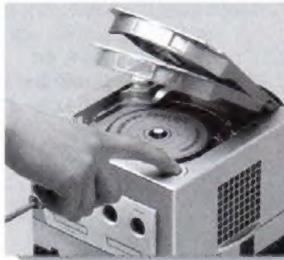
NOTE: If the Disc Cover is opened after the power is turned OFF, the Start-up Disc may still be spinning. If this happens, wait until the disc stops spinning before removing it from the console.

2. Push the Disc Release Button and remove the Start-up Disc from the console.

3. Close the Disc Cover and turn OFF the power.

4. Slide the Game Pak Ejector towards the front of the Nintendo GameCube to eject the Game Pak.

NOTE: To keep out dirt, dust or other foreign material, keep a Game Pak plugged into the Game Boy Player when not being used.



USING GAME BOY GAME PAKS WITH THE GAME BOY PLAYER

IMPORTANT:

- A few original Game Boy Game Paks may have display or sound problems if used with the Game Boy Player.
- Motion sensor (tilt feature), rumble feature and infrared feature Game Paks will not work with the Game Boy Player.

1. You can adjust the screen size for original Game Boy and Game Boy Color Game Paks by pressing the L and R Buttons on your GameCube Controller or Game Boy Advance system. (This may make some of the images distorted or hard to see.) **The screen size is not adjustable with Game Boy Advance Game Paks.**

2. There are 12 different color palettes that can be used with original monochrome Game Boy games. To set the color, you must press up, down, left or right with the Control Stick or + Control Pad and the A or B Button (see table below). This must be done **while the Game Boy logo appears on the TV screen** right after you turn the power ON.

PRESS	COLOR	PRESS	COLOR
UP	BROWN	LEFT	BLUE
UP + A	RED	LEFT + A	DARK BLUE
UP + B	DARK BROWN	LEFT + B	GRAY
DOWN	PASTEL MIX	RIGHT	GREEN
DOWN + A	ORANGE	RIGHT + A	DARK GREEN
DOWN + B	YELLOW	RIGHT + B	REVERSE

USING A NINTENDO GAMECUBE CONTROLLER

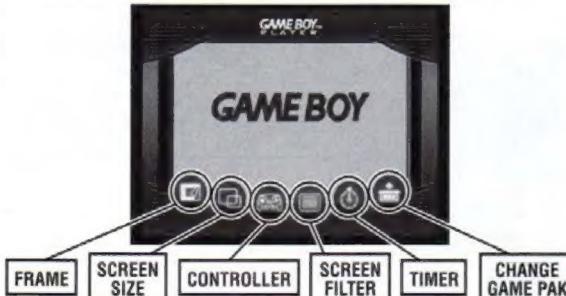
When using a Nintendo GameCube Controller to play your Game Boy Game Paks, it can be plugged into any of the Controller Sockets on the front of the console. See the table below for equivalent Game Boy game control functions.

Nintendo GameCube Controller	Game Boy Advance
Control Stick or + Control Pad	+ Control Pad
A Button	A Button
B Button	B Button
START/PAUSE	START

Other Controller Button Functions	
Z Button	Menu Screen
X Button	
Y Button	
L Button	
R Button	
C Stick	
Z Button and START/PAUSE (Press and hold simultaneously)	These buttons are programmable, see the Menu Screen section on page 8. (Controller option)
Z Button and START/PAUSE (Press and hold simultaneously)	Change Game Paks (Follow the on-screen instructions)

Game Boy Player Menu Screen

(See descriptions of menu items on Page 8)



GAME BOY PLAYER MENU SCREEN

The Menu Screen can only be accessed by pressing the Z Button on the Nintendo GameCube Controller.

Frame Select from 20 different frame designs that border the game play area of the screen.

Screen Size Select Normal or Full display screen size.

Controller Select between two sets of button functions for the X, Y, L and R Buttons and the C Stick. See the table below for the equivalent Game Boy game control functions:

Setting 1		Setting 2	
Controller	Game Boy Advance	Controller	Game Boy Advance
X/Y Buttons	SELECT	X Button	R Button
L Button	L Button	Y Button	L Button
R Button	R Button	L/R Buttons	SELECT
C Stick	Not used	C Stick	+ Control Pad

Screen Filter Select Soft, Normal or Sharp display quality. On some games, images may shake, or appear doubled when scrolled across the screen. Try adjusting the display quality settings to correct this. More information is available at <http://www.nintendo.com/gameboyplayer.jsp>.

Timer You can set a timer to notify you with a sound and message on the TV screen. The timer can be canceled by pressing the B Button.

Change Game Pak Select this option to change Game Paks without having to turn the power off. You can also change Game Paks by pressing and holding the Z Button and START/PAUSE on the Nintendo GameCube Controller.

IMPORTANT: Before changing a Game Pak, be sure to save your game data if it has a save function.

USING A GAME BOY SYSTEM WITH THE GAME BOY PLAYER

SINGLE PLAYER GAMES

The Game Boy Advance system can be used as a controller with the Game Boy Player by connecting it to the Nintendo GameCube with the Nintendo GameCube Game Boy Advance cable.* This cable can be plugged into any of the Controller Sockets on the front of the Nintendo GameCube.

The Game Boy Advance system will not work as a controller if a Game Pak is inserted into its Game Pak slot.

NOTE: The External Extension Connector on the front of the Game Boy Player is not used for single player games.

A Nintendo GameCube Controller can be plugged into any other Controller Socket to access the Menu Screen (see Pages 7-8).

NOTE: All Controller Sockets are active, so plugging additional controllers in and pressing the buttons while someone is already playing can interfere with game play.

MULTIPLAYER GAMES

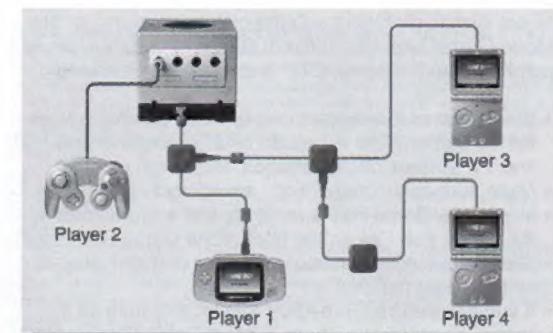
For multiplayer games, the Game Boy Player can be treated like another Game Boy system. It can be connected to other Game Boy systems by using the External Extension Connector (EXT) on the front of the Game Boy Player with the appropriate cable.

NOTE: This method is only for connecting Game Boy systems to the Game Boy Player. Do not connect multiple Game Boy Players together using this method.

Please review the Instruction Booklets included with your Game Boy system and Game Paks for multiplayer game features and connection methods. Multiplayer game set-up may require additional accessories or cables.*

IMPORTANT: Be sure to disconnect systems and cables when they are not being used.

*Accessories sold separately. See your local Nintendo retailer, visit our on-line store at <http://store.nintendo.com> or call 1-800-255-3700.



The illustration above is an example of how to connect Game Boy Advance systems for four player games using the Game Boy Advance Game Link Cable. The purple plug can connect to whichever system will be Player 1.

Similar connections can be made with other Game Boy systems using the correct accessories (see Page 9).

USING AN e-READER

A Nintendo e-Reader can be plugged into the Game Pak Slot on the front of the Game Boy Player. Please review the e-Reader Instruction Booklet before using this accessory.



If you are having problems with the picture or sound, or the Nintendo GameCube Controller or Game Boy system are not responding, turn the power OFF and check the following:

- Some games may appear shaky when scrolled across the TV screen. This is caused by differences in how LCD and TV screens display images. This is not a defect.
- Make sure cable connections are correct and secure.
- Make sure Game Pak is correctly and fully inserted into the Game Pak Slot on the front of the Game Boy Player.
- Check the Game Pak connectors for contamination or other foreign material.
- If you are using a Game Boy Advance system as a controller, make sure there is not a Game Pak inserted into its Game Pak Slot.
- For multiplayer games, review the Instruction Booklet for the game you are playing for information on multiplayer features and the number of Game Paks needed, and what cable connections to use.
- For multiplayer games, check the compatibility of the components you are using. For example, a Game Boy Advance Game Pak is not compatible with a Game Boy Color system.
- If an error message appears on the TV screen, please review the Troubleshooting Section in the Nintendo GameCube Instruction Booklet.

Note: When using any Game Boy Advance system as a controller, a Game Boy Player logo will appear on the Game Boy Advance screen after you turn the power ON. If this logo does not appear, turn the power of the Nintendo GameCube OFF, check the cable connections, then try turning the power ON again.

If the Game Boy Player still does not operate correctly after trying the above remedies, please visit the customer service area of our web site at www.nintendo.com or call 1-800-255-3700.

You may need only simple instructions to correct a problem with your product. Try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved with the troubleshooting information available on-line or over the telephone, you will be offered express factory service through Nintendo or referred to the nearest NINTENDO AUTHORIZED REPAIR CENTERSM. Please do not send any products to Nintendo without contacting us first.

HARDWARE WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that the hardware product shall be free from defects in material and workmanship for twelve (12) months from the date of purchase.

If a defect covered by this warranty occurs during this warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective hardware product or component, free of charge. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to Nintendo's satisfaction, that the product was purchased within the last 12 months.

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Nintendo warrants to the original purchaser that the product (games and accessories) shall be free from defects in material and workmanship for a period of three (3) months from the date of purchase. If a defect covered by this warranty occurs during this three (3) month warranty period, Nintendo or a NINTENDO AUTHORIZED REPAIR CENTER will repair the defective product, free of charge.

SERVICE AFTER EXPIRATION OF WARRANTY

Please try our web site at www.nintendo.com or call our Consumer Assistance Hotline at 1-800-255-3700 for troubleshooting assistance and/or referral to the nearest NINTENDO AUTHORIZED REPAIR CENTER. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location. Please do not send any products to Nintendo without contacting us first.

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THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT AND COPIER DEVICES, ADAPTERS, AND POWER SUPPLIES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL); (c) IS MODIFIED OR TAMPERED WITH; (d) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (e) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED OR REMOVED.

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This warranty gives you specific legal rights, and you may also have other rights which vary from state to state or province to province.

Nintendo's address is: Nintendo of America Inc., P.O. Box 957, Redmond, WA, 98073-0957, U.S.A. This warranty is only valid in the United States and Canada.